AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) An Internet-based recording method for recording audio and video material over an Internet browser connection established between a user front end and a host back end, the method comprising:

delivering ~~user interface~~ browser-executable code over the Internet for use in an Internet browser, wherein:

the ~~user interface~~ browser-executable code is executed through the Internet browser at the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Internet, and

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file; and

providing access to the recorded audio and video material.

2. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

3. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

4. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, linking the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

5. (Original) The method of claim 4, wherein the pointer is a hyperlink.

6. (Previously Presented) The method of claim 1, wherein recording the audio and video material further comprises:

producing hypertext markup language code associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

7. (Previously Presented) The method of claim 6, wherein providing access to the recorded audio and video material comprises:

enabling access to the recorded audio and video material at the host back end from at least one additional location by copying the hypertext markup language code produced at the host back end and pasting the hypertext markup language code to the at least one additional location.

8. (Original) The method of claim 7, wherein the at least one additional location is an auction site.

9. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

10. (Previously Presented) The method of claim 9, wherein the recorded audio and video material includes a recorded audio portion and a recorded video portion, and wherein enabling recorded audio and video material on the host back end to be edited from the user front end comprises:

in response to input from the user front end, enabling audio material to be re-dubbed over the recorded audio portion of the recorded audio and video material at the host back end while retaining the recorded video portion of the recorded audio and video material at the host back end.

11. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material at the host back end to at least one additional location.

12. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

13. (Withdrawn) An Internet-based recording method that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the method comprising:

recording audio and video material over the Internet browser connection, wherein audio

and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to facilitate accessing the recorded and stored audio and video material; and

enabling the generated code to be copied and pasted to an additional location, wherein activating the generated code provides access to the recorded audio and video material from the additional location.

14. (Withdrawn) The method of claim 13, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

15. (Withdrawn) The method of claim 13, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

16. (Withdrawn) The method of claim 13, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

17. (Withdrawn) The method of claim 16, wherein the pointer is a hyperlink.

18. (Withdrawn) The method of claim 13, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video

material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

19. (Withdrawn) The method of claim 18, wherein the additional location is an auction site.

20. (Withdrawn) An Internet-based recording method that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the method comprising:

uploading photographic still material to the host back end from the user front end;

recording audio material over the Internet browser connection that is linked with the photographic still material, wherein audio material originates from the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio material and the linked photographic still material on the host back end;

generating code associated with the recorded audio material and the linked photographic still material to facilitate accessing the recorded audio material and the linked photographic still material; and

enabling the generated code to be copied and pasted to an additional location, wherein activating the generated code provides access to the recorded audio material and the linked photographic still material from the additional location.

21. (Withdrawn) The method of claim 20, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

22. (Withdrawn) The method of claim 20, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

23. (Withdrawn) The method of claim 20, wherein enabling the generated code to be co pied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

24. (Withdrawn) The method of claim 20, wherein the pointer is a hyperlink.

25. (Withdrawn) The method of claim 20, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

26. (Withdrawn) The method of claim 20, wherein the additional location is an auction site.

27. (Withdrawn) The method of claim 20, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

28. (Withdrawn) The method of claim 20, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material stored at the host back end to at least one additional location.

29. (Withdrawn) The method of claim 20, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

30. (Withdrawn) An Internet-based recording system that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the system comprising:

recording software located on the host back end, wherein the recording software processes and records audio and video material on the host back end that originates from the user front end;

storage located on the host back end for storing the recorded audio and video material;

an interface that provides a user at the user front end with access to a virtual recording room and enables the user to record audio and video material originating from the user front end by activating the recording software on the host back end without requiring recording functionality on the user front end;

a code generator that produces code associated with the recorded audio and video material, wherein the code facilitates accessing the recorded audio and video material, and wherein the code is copyable and pasteable to an additional location, thereby providing access to the recorded audio and video material from the additional location while the recorded audio and video material remains stored at the host back end.

31. (Withdrawn) The system of claim 30, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

32. (Withdrawn) The system of claim 30, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

33. (Withdrawn) The system of claim 30, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

34. (Withdrawn) The system of claim 30, wherein the pointer is a hyperlink.

35. (Withdrawn) The system of claim 30, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

36. (Withdrawn) The system of claim 30, wherein the additional location is an auction site.

37. (Withdrawn) The system of claim 30, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

38. (Withdrawn) The system of claim 30, wherein providing access to the recorded

audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material stored at the host back end to at least one additional location.

39. (Withdrawn) The system of claim 30, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

40. (Withdrawn) A Wi-Fi based recording method that performs all audio and video recording functions over an Wi-Fi connection established between a user front end and a host back end, the method comprising:

recording audio and video material over an Wi-Fi connection using a personal digital assistant, wherein audio and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to facilitate accessing the recorded and stored audio and video material; and

enabling the generated code to be copied and pasted to an additional location, wherein activating the generated code provides access to the recorded audio and video material from the additional location.

41. (Withdrawn) The method of claim 40, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the

user front end.

42. (Withdrawn) The method of claim 40, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

43. (Withdrawn) The method of claim 40, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

44. (Withdrawn) The method of claim 40, wherein the pointer is a hyperlink.

45. (Withdrawn) The method of claim 40, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

46. (Withdrawn) The method of claim 40, wherein the additional location is an auction site.

47. (Withdrawn) The method of claim 40, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

48. (Withdrawn) The method of claim 40, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material stored at the host back end to at least one additional location.

49. (Withdrawn) The method of claim 40, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

50. (Withdrawn) An wireless mobile communications based recording method that performs all audio and video recording functions over a wireless mobile connection established between a user front end and a host back end, the method comprising:

recording audio and video material over an wireless mobile connection, wherein audio and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to facilitate accessing the recorded and stored audio and video material; and

enabling the generated code to be copied and pasted to an additional location, wherein activating the generated code provides access to the recorded audio and video material from the additional location.

51. (Withdrawn) The method of claim 50, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

52. (Withdrawn) The method of claim 50, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

53. (Withdrawn) The method of claim 50, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

54. (Withdrawn) The method of claim 50, wherein the pointer is a hyperlink.

55. (Withdrawn) The method of claim 50, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

56. (Withdrawn) The method of claim 50, wherein the additional location is an auction site.

57. (Withdrawn) The method of claim 50, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

58. (Withdrawn) The method of claim 50, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video

material stored at the host back end to at least one additional location.

59. (Withdrawn) The method of claim 50, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

60. (Currently Amended) The method of claim 1, wherein a user interface is generated in the Internet browser based on the ~~user interface~~ browser-executable code.

61. (Previously Presented) The method of claim 60, wherein the user interface displays the video material being streamed from the recording device.

62. (Previously Presented) The method of claim 60, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

63. (Previously Presented) The method of claim 62, further comprising:

receiving a request to begin recording on the host back end, the request being in response to the user interaction.

64. (Currently Amended) A system for recording audio and video material over an Internet browser connection established between a user front end and a host back end comprising:

a delivery module that delivers ~~user interface~~ browser-executable code over the Internet for use in an Internet browser, wherein:

the ~~user interface~~ browser-executable code is executed through the Internet

browser at the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Internet, and

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end;

one or more recording modules that record the audio and video material on the host back end and store the recorded audio and video material as a complete video file; and

~~an~~ one or more access modules that ~~provides~~ provide access to the recorded audio and video material.

65. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

66. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

67. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, linking the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

68. (Previously Presented) The system of claim 67, wherein the pointer is a hyperlink.

69. (Previously Presented) The system of claim 64, wherein recording the audio and video material further comprises:

producing hypertext markup language code associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

70. (Previously Presented) The system of claim 69, wherein providing access to the recorded audio and video material comprises:

enabling access to the recorded audio and video material at the host back end from at least one additional location by copying the hypertext markup language code produced at the host back end and pasting the hypertext markup language code to the at least one additional location.

71. (Previously Presented) The system of claim 70, wherein the at least one additional location is an auction site.

72. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

73. (Previously Presented) The system of claim 72, wherein the recorded audio and video material includes a recorded audio portion and a recorded video portion, and wherein enabling recorded audio and video material on the host back end to be edited from the user front end comprises:

in response to input from the user front end, enabling audio material to be re-dubbed over

the recorded audio portion of the recorded audio and video material at the host back end while retaining the recorded video portion of the recorded audio and video material at the host back end.

74. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material at the host back end to at least one additional location.

75. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

76. (Currently Amended) The system of claim 64, wherein a user interface is generated in the Internet browser based on the ~~user interface~~ browser-executable code.

77. (Previously Presented) The system of claim 76, wherein the user interface displays the video material being streamed from the recording device.

78. (Previously Presented) The system of claim 76, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

79. (Previously Presented) The system of claim 78, wherein recording the audio and video material on the host back end further comprises:

receiving a request to begin recording on the host back end, the request being in response to the user interaction.

80. (Currently Amended) An Internet-based recording method for recording audio and video material over an Internet browser connection established between a user front end and a host back end, the method comprising:

receiving ~~user interface~~ browser-executable code over the Internet for use in an Internet browser;

executing the ~~user interface~~ browser-executable code through the Internet browser at the user front end; and

streaming audio and video material from a recording device on the user front end to the host back end over the Internet, wherein:

the streaming is initiated by the ~~user interface~~ browser-executable code,

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end, and

the audio and video material is recorded on the host back end and stored as a complete video file.

81. (Previously Presented) The method of claim 80, further comprising:

accessing the recorded audio and video material.

82. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

re-recording the recorded audio and video material from the user front end.

83. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

providing a request to link the recorded audio and video material at the host back end to a

pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

84. (Previously Presented) The method of claim 83, wherein the pointer is a hyperlink.

85. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

copying hypertext markup language code produced at the host back end and pasting the hypertext markup language code to at least one additional location, wherein the hypertext markup language code is associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

86. (Previously Presented) The method of claim 85, wherein the at least one additional location is an auction site.

87. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

editing the recorded audio and video material from the user front end.

88. (Currently Amended) The method of claim 80, wherein a user interface is generated in the Internet browser based on the ~~user interface~~ browser-executable code.

89. (Previously Presented) The method of claim 88, wherein the user interface displays the video material being streamed from the recording device.

90. (Previously Presented) The method of claim 88, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

91. (Previously Presented) The method of claim 90, further comprising:

providing a request to begin recording on the host back end, the request being in response to the user interaction.

92. (Currently Amended) A system for recording audio and video material over an Internet browser connection established between a user front end and a host back end comprising:

a receiving module that receives ~~user interface~~ browser-executable code over the Internet for use in an Internet browser;

an execution module that executes the ~~user interface~~ browser-executable code through the Internet browser at the user front end; and

a streaming module that streams audio and video material from a recording device on the user front end to the host back end over the Internet, wherein:

the streaming is initiated by the ~~user interface~~ browser-executable code,

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end, and

the audio and video material is recorded on the host back end and stored as a complete video file.

93. (Previously Presented) The system of claim 92, further comprising:

an access module that accesses the recorded audio and video material.

94. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

re-recording the recorded audio and video material from the user front end.

95. (Previously Presented) The system of claim 92, wherein accessing the recorded

audio and video material comprises:

providing a request to link the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

96. (Previously Presented) The system of claim 95, wherein the pointer is a hyperlink.

97. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

copying hypertext markup language code produced at the host back end and pasting the hypertext markup language code to at least one additional location, wherein the hypertext markup language code is associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

98. (Previously Presented) The system of claim 97, wherein the at least one additional location is an auction site.

99. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

editing the recorded audio and video material from the user front end.

100. (Currently Amended) The system of claim 92, wherein a user interface is generated in the Internet browser based on the ~~user interface~~ browser-executable code.

101. (Previously Presented) The system of claim 100, wherein the user interface displays the video material being streamed from the recording device.

102. (Previously Presented) The system of claim 100, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in

response to a user interaction with the user interface.

103. (Previously Presented) The system of claim 102, wherein streaming audio and video material further comprises:

providing a request to begin recording on the host back end, the request being in response to the user interaction.

104. (Currently Amended) A Wi-Fi based recording method for recording audio and video material over a Wi-Fi connection established between a user front end and a host back end, the method comprising:

delivering user interface code over the Wi-Fi connection, wherein:

the user interface code is executed through the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Wi-Fi connection, and

the audio and video material is streamed as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file; and

providing access to the recorded audio and video material.

105. (Currently Amended) A wireless mobile communications based recording method for recording audio and video material over a wireless mobile connection established between a user front end and a host back end, the method comprising:

delivering user interface code over the wireless mobile connection, wherein:

the user interface code is executed through the user front end and initiates the

streaming of audio and video material from a recording device on the user front end to the host back end over the wireless mobile connection, and

the audio and video material is streamed as it is being captured with the recording device, not as a complete video file on the user front end, without using any recording software stored on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file; and

providing access to the recorded audio and video material.

106. (New) The method of claim 1, wherein the browser-executable code is a Flash recording application.

107. (New) The system of claim 64, wherein the browser-executable code is a Flash recording application.

108. (New) The method of claim 80, wherein the browser-executable code is a Flash recording application.

109. (New) The system of claim 92, wherein the browser-executable code is a Flash recording application.

110. (New) The method of claim 1, wherein no recording software is stored on the user front end.

111. (New) The system of claim 64, wherein no recording software is stored on the user front end.

112. (New) The method of claim 80, wherein no recording software is stored on the user front end.

113. (New) The system of claim 92, wherein no recording software is stored on the

user front end.

114. (New) An Internet-based recording method for recording audio and video material over an Internet browser connection established between a user front end and a host back end, the method comprising:

delivering a Flash recording application over the Internet to a user front end, wherein:

the Flash recording application is executed through an Internet browser at the user front end, causes a user interface to be displayed in the Internet browser, and causes audio and video material to be streamed from a recording device on the user front end to the host back end over the Internet in response to a user interaction with the user interface,

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, and

the streaming from the recording device is controlled by the Flash recording application being executed through the Internet browser, not by any recording software stored on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file;

associating the recorded audio and video material with a hyperlink;

providing access to the recorded audio and video material via the hyperlink; and

providing hypertext markup language code capable of being copied and embedded in a web page to facilitate accessing the recorded audio and video material through the web page, the hypertext markup language code comprising at least a portion of the hyperlink.

115. (New) A system for recording audio and video material over an Internet browser connection established between a user front end and a host back end comprising:

a delivery module that delivers a Flash recording application over the Internet to a user front end, wherein:

the Flash recording application is executed through an Internet browser at the user front end, causes a user interface to be displayed in the Internet browser, and causes audio and video material to be streamed from a recording device on the user front end to the host back end over the Internet in response to a user interaction with the user interface,

the audio and video material is streamed over the Internet as it is being captured with the recording device, not as a complete video file on the user front end, and

the streaming from the recording device is controlled by the Flash recording application being executed through the Internet browser, not by any recording software stored on the user front end;

one or more recording modules that record the audio and video material on the host back end and store the recorded audio and video material as a complete video file;

one or more access modules that:

associate the recorded audio and video material with a hyperlink,

provide access to the recorded audio and video material via the hyperlink, and

provide hypertext markup language code capable of being copied and embedded in a web page to facilitate accessing the recorded audio and video material through the web page, the hypertext markup language code comprising at least a portion of the hyperlink.